PlayStation®2

NEWS AND INFORMATION

Rise of the Kasai

FACT SHEET

Publisher: Sony Computer Entertainment America Inc.
Developer: BottleRocket Entertainment Inc.
Platform: PlayStation®2 computer entertainment system
Genre: Action-Adventure
Players: Single-player
Peripherals: DUALSHOCK®2 analog controller, standard digital controller, memory card (8MB)(for PlayStation 2)
Launch Date: April 5, 2005
Target Age: Ages 17+
Rating: "M" for Mature

OVERVIEW

Rise of the Kasai, the sequel to the critically acclaimed *The Mark of Kri*™, builds upon the original with a new storyline, characters, weapons, and cooperative AI-assisted gameplay - offering a game three-times larger than the original. With 10 captivating levels and numerous collaborative fighting stages, gamers will start the journey by playing through events that took place 10 years prior to *The Mark of Kri* and then jump to 10 years later when a series of new spells have taken hold. Players can assume the role of Rau or Tati, Griz or Baumusu, each with their own weapons, deadly combos, and unique animations. *Rise of the Kasai* is a single-player game with a smart AI buddy, in which you will select one character from the pair of characters available for each level, and the other becomes your AI partner, who will guide you through the level while completing his or her own set of objectives. As the last of the "Rakus," together they must scout, strategize, stealth and fight through richly detailed 3D environments, where they will discover the truth about the family's dark secret, and the origins of the Kasai.

Rise of the Kasai presents a new and innovative approach to fighting adventure games. With the critically-acclaimed combat system, gamers can attack in stealth mode or use the best weapon available for the situation. Up to nine opponents in the player's range can be attacked by using the right analog stick to select and assign specific or multiple buttons for lethal combos. Combined with artistically painted movies, and a colorful cast of characters, the engaging storyline of *Rise of the Kasai* will immerse gamers into a world of dark magic, discovery and conflict.

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Rise of the Kasai begins with Kuzo, a large black bird who is Rau's trusted spirit guide, being informed that Rau has been killed. As the story progresses, the characters replay significant events in Rau's destiny. Taking place both 10 years before the original game's storyline and 10 years after, Rau joins his younger sister, Tati and the other cast of characters as they battle the Kasai through 10 dynamic levels in search of the events that led up to his death.
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KEY FEATURES

- The main hero, Rau, and his trusted spirit guide, Kuzo, return for the sequel along with new, stylized characters, including Tati, Rau's sister, Baumusu, Rau's noble trainer, and Griz, a hardened, elderly warrior, each with their own weapons, abilities and purpose.
- All new dynamic environments, playable characters, cooperative gameplay with an AI teammate, weapons, storyline and more, *Rise of the Kasai* offers three times the gameplay of the original.
- Building on the proprietary combat action that is innovative, intuitive and extremely responsive, players will team up with an artificial intelligence (AI) controlled character for a one-of-a-kind gameplay experience.
- Players can access a remote view to observe their AI partner as well as view a game map to guide them through level layout and objectives.
- The critically acclaimed combat system operates by either approaching an enemy and pressing "X" to engage in combat, or sweeping the right analog stick in the direction of the enemies, enabling up to nine targets to be "locked" onto and attacked. Pressing the corresponding buttons engages an enemy (or group) attack, while buttons that are not assigned to an enemy can be used to create deadly combos to kill swiftly and mercilessly.
- While Rau and Baumusu are able to use Kuzo to scout unknown territory, distract enemies and retrieve items, Tati and Griz can "spirit walk" and see through the eyes of the dead. Tati also has the ability to blend seamlessly into the environment and wait undetected, furthering the strategic element of the gameplay.
- Defeat enemies in a balanced mix between two different states of fighting – armed or unarmed (stealth). Rau has four weapons in his arsenal: battle axe, Taiaha (spear), broadsword and bow and arrow. Tati's arsenal includes daggers, a deadly staff with retracting blades, an axe, a proximity-based "puffer mushroom" weapon and the ability to become invisible in stealth mode. Baumusu has a sword, a mace with spiked steel head at each end, a war axe and a short ranged

spear. Griz possesses twin daggers, a staff, a powerful mace and deadly throwing knives.

- Engaging storyline that takes place 10 years after *The Mark of Kri* in full color, and 10 years prior, denoted by sepia tone levels. Learn key plot details through the Oracle, Kuzo, newly stylized painted movies and animated in-game movies.
- Arenas return for high action team-based combat, while the addition of boss battles heighten overall gameplay challenges.
- Immersive game design requires the players to strategize as they progress from one "combative puzzle" to the next. By scouting ahead and evaluating the scenario they can then plan their best line of attack and which weapon is best suited for each situation.

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MARKETING SUPPORT

Sony Computer Entertainment America will support *Rise of the Kasai* with a comprehensive marketing campaign. This will include targeted national print, online and viral advertising campaigns, full promotional support, event marketing, retail point-of-purchase displays and merchandising support, widespread public relations support, dedicated Web page, promotions, sampling opportunities, and feature coverage in the *Official PlayStation Magazine/Underground* DVD.

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